

A M E N D M E N T S T O T H E C L A I M S

1. (ORIGINAL) A method comprising:
determining data representative of at least one of:
 an end time,
 a maximum number of plays,
 a wager amount, and
 a rate of play;
initiating automated play of at least one slot machine,
 in which at least one of the at least one slot machine is not available
for manual play at least during the automated play;
terminating the automated play of the slot machine based on the data;
receiving a first signal including a representation of the automated play;
receiving a request from a remote player to view the representation of the
automated play; and
 transmitting a second signal including the representation of the automated
play to a remote player.
2. (ORIGINAL) The method of claim 1, further comprising:
transmitting locking data to the at least one slot machine.
3. (ORIGINAL) The method of claim 1, in which at least one of the at least
one slot machine is not operable for manual play.
4. (ORIGINAL) The method of claim 1, in which at least one of the at least
one slot machine is not accessible by any player.

5. (ORIGINAL) The method of claim 1, further comprising:
enabling manual play of at least one of the at least one slot machine after terminating the automated play.
6. (ORIGINAL) The method of claim 1, in which a first slot machine of the at least one slot machine is stacked on top of a second slot machine.
7. (ORIGINAL) The method of claim 1, in which at least one of the at least one slot machine comprises a first casing that may be replaced with a second casing.
8. (ORIGINAL) The method of claim 1, in which transmitting the second signal comprises:
determining a communication device that is associated with the remote player; and
transmitting the second signal to the communication device.
9. (ORIGINAL) The method of claim 8, in which the communication device comprises a handheld device.
10. (ORIGINAL) The method of claim 8, in which the communication device comprises a telephone.
11. (ORIGINAL) The method of claim 8, in which the communication device is associated with an internet protocol address.

12. (ORIGINAL) The method of claim 1, in which transmitting the second signal comprises:
transmitting the second signal via wireless communication.
13. (ORIGINAL) The method of claim 1, in which transmitting the second signal comprises:
transmitting the second signal to a display device.
14. (ORIGINAL) The method of claim 1, in which the first signal comprises a video signal.
15. (ORIGINAL) The method of claim 1, in which the first signal is received from a camera.
16. (ORIGINAL) The method of claim 15, in which the camera is operable to view the automated play of at least one of the at least one slot machine.
17. (ORIGINAL) The method of claim 15, in which the camera may be operated by the remote player.
18. (ORIGINAL) The method of claim 1, in which transmitting comprises:
transmitting the second signal in response to a request from the remote player.
19. (ORIGINAL) The method of claim 1, in which at least one of the at least one slot machine comprises a machine identifier:

20. (ORIGINAL) The method of claim 19, in which the machine identifier is viewable by the remote player.

21. (ORIGINAL) The method of claim 1, in which at least one of the at least one slot machine comprises an indicator of activity.

22. (ORIGINAL) The method of claim 21, in which the indicator of activity comprises at least one of:

a source of light,

a source of light having a color that is associated with the remote player,

a flag, and

a text message.

23. (ORIGINAL) A method comprising:

receiving data associated with a remote player, the data representative of at least one of:

a wager amount, and

a maximum number of plays;

initiating automated play of a slot machine;

terminating the automated play of the slot machine based on the data;

receiving a first video signal from a camera, in which the first video signal indicates at least one outcome of the automated play;

generating a second video signal that indicates the at least one outcome of the automated play;

determining at least one communication device that is associated with the remote player; and

transmitting the second video signal to the at least one communication device.

24. (ORIGINAL) A method comprising:
- receiving from a player a first amount of funds for use in providing a session of play of a slot machine for a remote player;
 - storing the first amount of funds in a repository;
 - checking out the first amount of funds;
 - initiating the session of play using the first amount of funds;
 - storing an indication of at least one outcome generated during the session of play;
 - determining a second amount of funds based on the session of play; and
 - checking in the second amount of funds at the repository.
25. (ORIGINAL) The method of claim 24, in which checking out the first amount of funds comprises:
- indicating the first amount of funds in a log.
26. (ORIGINAL) The method of claim 24, in which checking in the second amount of funds comprises:
- indicating the second amount of funds in a log.
27. (ORIGINAL) The method of claim 24, further comprising:
- determining a first difference between the first amount and the second amount;
 - determining an amount won during the session;
 - determining an amount lost during the session;
 - determining a second difference between the amount won and the amount lost; and
 - determining whether the first difference is equal to the second difference.